Maquis

An entry into the 2013 Solitaire Game Design Contest by Jake Staines

v1.1

Engage the Nazi occupation of France in *la petite guerre* to throw off the yoke of the oppressors and free your homeland! *Maquis* is a solitaire worker-placement game with variable goals and a play time of approximately twenty minutes.

A Note on Terminology

"The Resistance" is used in places in the rules to refer to the player's "side". Since there is only one player in a solo game, these rules generally address the player in the second person, but since a third person voice is more convenient for some details of the rules, "The Resistance" is used in those places.

Maquis is a worker-placement game, and as such – despite the fact that neither the Resistance nor the Occupiers are doing much in the way of working – the pieces placed on the board to represent the agents of each side are referred to as 'workers'. They are sometimes also referred to as 'pawns', and these terms are used interchangeably.

Components

You will need to print out two sheets of A4/Letter; card is recommended:

- 'Board': The game board
- 'Bits': The spare-room action tiles, the patrol cards and the goal cards.
- 'Optional': There is also a third optional sheet of resource components and worker pawn tokens in case you don't have appropriate pieces to hand.

You will also need to obtain:

- Pawns:
  - *Either* 15 pawns: five each in three colours (the player, police and soldiers)
  - *Or* the optional player pawn pieces on the bits.
- 5 marker tokens (used to mark the morale, soldier and turn tracks, and completed goals)
- Resource tokens:
  - 4 blue (Intel), 4 green (Food), 4 purple/pink (Medicine), 4 yellow (Money), 4 red (Weapons) and 4 black/grey/brown (Explosives).

  8mm wooden cubes are ideal for the resource tokens (coloured) and the marker tokens (white).

Goal of the Game

The goal of *Maquis* is to complete two tasks before either fifteen days elapses, or the townspeople's will is broken and they give in to their oppressors. If the town morale drops to 0 or the 15 days run out with neither goal completed, you lose. Otherwise, if you complete both your goals before the time runs out, you win, and only one goal gives you a draw.

Setup

1. Shuffle the ten patrol cards and place them in a stack face down – this forms the Patrol Deck.
2. Place marker tokens on the start spaces of the morale track, the soldier track and the turn track.
3. Place all of the resource tokens to one side – these form the supply.
4. Lay the selection of spare-room action tiles (bottom-left of bits page) face-up near the game board so that you can examine them whenever you like.
5. Place three of the player pawns in the *Safe House* space (centre bottom); these are your current pool of workers. Place the remaining two of the player pawns above the *Café* space (the green building in the bottom-left); these are not owned by you at the start of the game but are available to be recruited later.
6. Randomly select two goals, and randomly place them above the two exits (straight thick lines leaving the board; yellow in full-colour, black in low-ink) at the top of the town. If the goal card has an action location on, it is considered to be a location connected to the town through this exit.

Playing a Turn

A turn comprises the following phases, in this order:

- Placement Phase
- Action Phase
- Upkeep Phase

Playing a Turn - Placement Phase

The Resistance and the patrols (starting with the Resistance) take it in turns to place one worker at a time, following the procedure that follows. The Resistance has a limited number of workers, although you can recruit more. Look up the minimum number of patrol workers next to the current space of the morale track; the number of patrol workers this turn will be the number of Resistance workers or this number, whichever is higher. Only recruited Resistance workers in a Safe House are counted.

> *So for example, if morale presently is 4 and there are 3 Resistance workers, then the number of patrols is 4 – because the minimum of 4 from the morale track is higher than the number of Resistance workers. Had morale been 7 instead (minimum 2), there would have been 3 patrols, equal to the number of Resistance workers.*

If the number of Resistance workers is not equal to the number of patrols, simply place turn-by-turn until all of the Resistance workers have been placed, and then place all the remaining patrols in the usual fashion.

By default, all patrol workers are police. If there are any soldiers present (as per the soldier track) they replace police workers on a one-to-one basis. The soldiers are always the last patrols placed.

> *For example, if there are four patrols and one soldier, then the first three placements are police pawns, and the final one is a soldier pawn.*

- #### Resistance Placement
  Place one of your available workers (from a Safe House) into a location on the board. A Resistance worker may not be placed in a location that already has a worker (player or patrol), even if that worker is also a player worker and even if that location has more than one action available. You may place your worker in any free location, regardless of whether you can find a route there from a Safe House.

- #### Patrol Placement
  Draw a card from the Patrol Deck, and a patrol pawn placed accordingly. The patrol card lists three locations on the board: if the first space on the card is free (has no worker pawn from either side), the patrol pawn is stationed there – place the pawn in that location for this turn. If not, try the second space, then the third.
  If all three spaces are already occupied, the patrol pawn will attempt an arrest instead of guarding a location. Check the locations in the list from the top again - only this time, he will stop at the first location he finds occupied by a player pawn, and arrest that player pawn (remove it from the game permanently); the patrol pawn replaces the player worker on that space. If all three locations listed on the card are occupied with policemen or soldiers, the patrol pawn is not placed on the board. After this, place the patrol card face-up on a discard pile.
  (If the face-down stack is empty when you go to draw, shuffle the discard and place it face-down to form the new stack.)

Playing a Turn - Action Phase

In any order you wish, activate each of your workers. When a worker is activated, if the worker is on an action space you may perform that action, spending the resources listed as costs (the left-hand side of the arrow) in order to receive whatever is listed as rewards (the right-hand side of the arrow). If there is a choice to make – e.g. with the Smuggler room or the Radio locations – then make the choice at this point, not when you initially place the worker. An action may only be performed if you are capable of paying any necessary costs. The reward may be used later in the turn to pay for another action if necessary, and you are not obliged to perform an action just because you have a worker in that location; you may retrieve the worker without performing any action at all.

After activation, the Resistance worker must be able to find a clear path from his present location – following the straight bold lines joining locations – back to a Safe House. To draw this path, a Resistance worker may only pass through empty locations and through locations occupied by other Resistance workers, and may not pass through locations occupied by soldiers or policemen. If you cannot draw a clear path from the worker to a Safe House, then the worker is arrested: remove it from the game permanently.

If the worker is arrested, you may only have the rewards from that action if the arrow on the action is red. If the arrow is white, the worker never makes it home and cannot bring the reward back, so they are lost.

Shooting Policemen

If you discard a 'weapon' resource, you may – at any time, but one time only per turn - remove one police worker from the board. Only police workers may be removed in this manner (soldiers are too good at shooting back!), and every time you do so the soldier track is increased by one – meaning more police are replaced by soldiers on future turns – and the morale track is decreased by one. This may be but does not have to be used to free up a route to retrieve a player worker by, and may be used in between performing an action and tracing the route home. A worker collecting a weapon resource *may* use that same weapon resource to shoot a policeman if no other shooting is performed that turn (hence the yellow arrow).

Playing a Turn – Upkeep Phase

After all the Resistance workers have been retrieved, the patrol workers are cleared from the board.
Move the turn track on by one space; if the space the turn track marker is moved into has a grey background, then decrease the morale track by one as the long occupation takes its toll on the townsfolk.

Ending the Game

The game ends when any one of the following conditions is met:

- Your last worker is arrested.
- The town's morale reaches zero (the 'FAIL' space).
- Your second goal is completed.
- The turn track marker moves onto the 'END' space.

When the game ends, complete any further requirements for the current turn, and then check to see how you did:

- Regardless of anything else, if the town's morale has dropped to (or below!) zero, then you lose – the townsfolk are sick of the trouble that the Resistance is bringing them and report the location of their safe houses to the occupation authorities.
- If you have completed both of your goals, you win.
- If you have completed only one of your goals, the game is a draw.
- If you have completed neither of his goals, you lose.

Special Actions

There are a number of special actions on the board which are not immediately obvious:

Occupying Spare Rooms

If you action one of the three *Spare Room* locations on the board (houses where the locals have a spare room they can provide to the Resistance) and pay the cost of two money, then you may select one of the Spare Room Action tiles to set up in that location - place the new location action tile over the Spare Room location. From this point onwards, you may place Resistance workers in the new spare room, performing the relevant action – but can no longer placed them on the buy-spare-room action below.

Airdrops

The second action on the Radio locations is 'Airdrop'. If you action the Airdrop, then you may choose either one weapon, one money or three food resources to place on one of the Airdrop spaces (the fields in the bottom-left and bottom-right of the board). You may only place resources on an Airdrop space which does not already have resources on it.

On subsequent turns, a Resistance worker on the 'Airdrop' location may retrieve these resources as an action; the Airdrop space acts as a free action which rewards you with the resources already placed on the space.

Airdrop resources cannot be retrieved on the same turn as they were placed; if there are no resources on the Airdrop location at the start of the turn, you may not place a worker there.

Safe House

The *Safe House* Spare Room is a special case, because it doesn't have an action associated with it. Instead, it acts as a second Safe House that workers may be retrieved to at the end of the turn. If a Resistance Worker cannot trace a path back to the Safe House at the bottom of the board, they may still be safely retrieved if they can trace a path to the *Safe House* Spare Room location instead. It behaves in all regards like a duplicate of the Safe House at the bottom of the board, in a different location.

Appendix I: Clarifications

This appendix contains some clarifications about details of the rules

Open Information

All information in the game except for the face-down cards in the Patrol Deck is open and may be examined at any time. If you think it can help you make a decision, you are allowed to look through the face-up discard of the Patrol Deck. It is reasonable to assume that a well-organised resistance can keep some notes on the patrol habits of the authorities!

Limited Resources

The number of resource tokens in the game is deliberately limited; there can be no more than 4 of any resource in play (either on the board in an Airdrop location, or in your hand) at any one time. If you perform an action which rewards you with a resource and there are no more of that resource in the Supply, then the reward for that action is lost. If you call in an Airdrop but there are not enough of the resource you choose in the Supply to place the relevant number of tokens on the Airdrop location, then place all that there are; the remainder that should have been placed are lost.

(Bear in mind; in this way, unclaimed airdrops may limit the availability of resources.)

Goals and Successes

Several goals have actions which score you successes, sometimes numbered. Each time you score a success using the goal action, place a marker on one of the success circles above the action space on the goal card. The goal is only complete when a number of successes equal to these circles have been obtained and all of the success circles have been marked.

If the success circles on the goal card are numbered, you may only mark them if you perform an action which results a success with the correct number. Numbered successes must be performed in order; all successes marked with a '1' must be complete before you may mark any successes marked with a '2'.

> *For example, the Sabotage card has three success circles, two '1's and one '2'. You must perform the first action (troublemaking) twice to fill both '1' success circles before you may perform the second action (blow up the factory) to fill the '2' success circle.*

Multiple Action Requirements/Rewards

Some action locations have multiple resources in the requirements and/or the rewards sides. If there is a slash (/) between resources, it means that you may pick one side of the slash or the other. However, if there is not a slash then the requirement or the reward is simply all of the resources listed.

> *For example, The Black Market has a requirement of one food or one medicine, and you may choose which to spend. However, when you complete the action you must take both one money and decrease morale by one, you cannot choose one or the other.*

Appendix II: Difficulty Modes

In this appendix a variety of difficulty settings are presented, so that once you have mastered the game as presented in these rules, you can play with modifications to increase the challenge. Alternatively, if you find the game too difficult, you may wish to reduce the challenge by playing on an easier setting. All of the rules presented here are additions or overrides to the main rules of the game, and if they contradict the main rules, the difficulty setting takes precedence.

Very Easy

- When the turn track marker reaches the 'End' space, do not end the game; instead, move the turn track marker immediately to the 'Start' space and continue as normal. (The *Destroy the Train* objective may be completed at any time that the turn track marker is on a train space, not just the first time through the turn track.)
- When you airdrop in resources, you may choose from 2 money, 2 weapons or 4 food.

Easy

- When you airdrop in resources, you may choose from 2 money, 1 weapon or 4 food.

Normal

- Play according to the regular rules with no modifications.

Tricky

- Start the game with only two workers, with two recruitable workers by the Café; the fifth player pawn does not exist.
- The game ends when the turn track marker lands on the grey space with a red outline three spaces before the normal game end.

Hard

- Instead of decreasing morale when the turn track marker lands on a grey space, decrease morale when the turn track marker lands on a space with a red outline.
- Start the game with only two workers, with two recruitable workers by the Café; the fifth player pawn does not exist.
- The game ends when the turn track marker lands on the grey space with a red outline three spaces before the normal game end.

Very Hard

- Instead of decreasing morale when the turn track marker lands on a grey space, decrease morale when the turn track marker lands on a space with a red outline.
- Start the game with only two workers, with two recruitable workers by the Café; the fifth player pawn does not exist.
- When a Resistance pawn is arrested (either by being cut off from a Safe House or by a patrol pawn landing on it because all available patrol locations were taken), reduce morale by one.
- The game ends when the turn track marker lands on the grey space with a red outline three spaces before the normal game end.

Optional Mission Distribution

Optionally, instead of selecting two missions from the set of six, select one mission from *Underground Newspaper, Destroy the Train* and *Sabotage*, and one mission from *Aid the Spy, Assassination* and *Liberate the Town*. Then place these two missions randomly as normal. This option makes the mission selection difficulty a little more consistent by eliminating the most-easy and the most-difficult combinations of missions.

	Food			Airdrop
	Medicine			Recruit a Worker
	Intelligence			Add a Spare Room tile
	Money			Decrease Morale by 1
	Weapons			Increase Morale by 1
	Explosives			